TECMO | 100% GAMES

EVERYONE 10+

CONTENT RATED BY ESRB

MONSTER RANCHER evo

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Circus Caravan
"One day I'll be a professional breeder, and my monsters will make everyone happy!" thought the poor young boy. And so, he joined the circus...

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Thank you for purchasing "Monster Rancher EVO." for PlayStation®2. In order to get the most out of the game, please read this instruction manual thoroughly before playing.

Monster Rancher Evo. requires a Memory Card (8MB) (for PlayStation®2) (sold separately) **to save game settings and progress. Please do not remove memory card (8MB) (for PlayStation®2), controller, or reset/switch off the console while saving or loading.**

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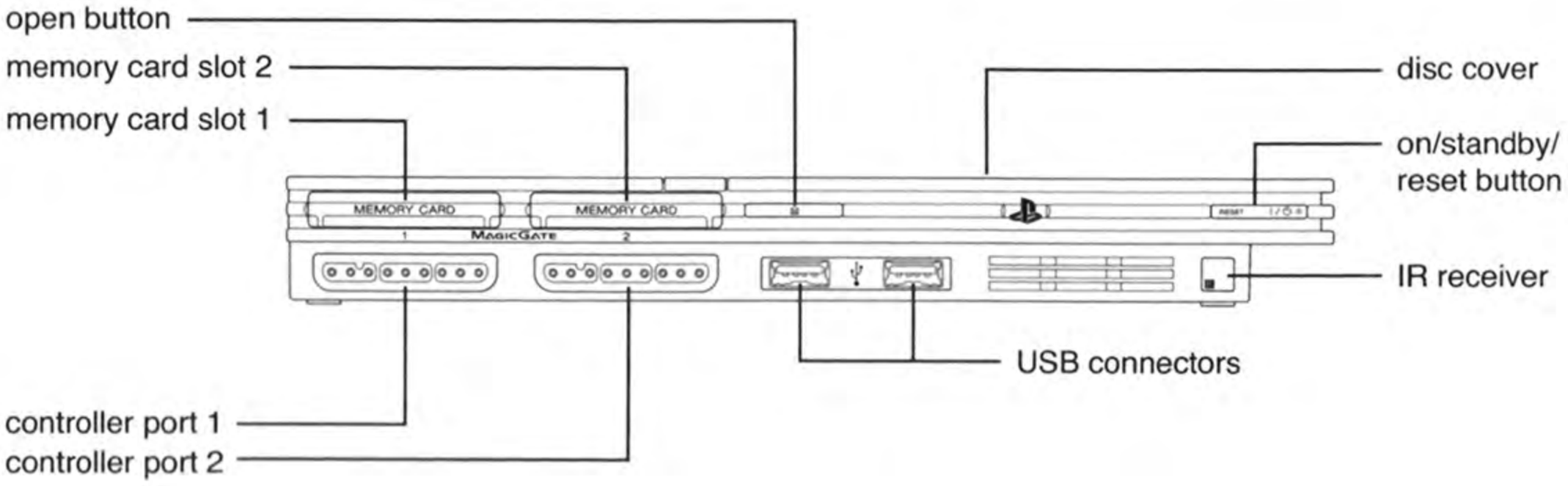
Disclaimer:
We strive everyday to deliver our customer the most exciting and reliable experience and continually improve the quality of our products. Therefore, depending on the date of your purchase, the game screens in this manual may differ from those of the actual game.

Getting Started



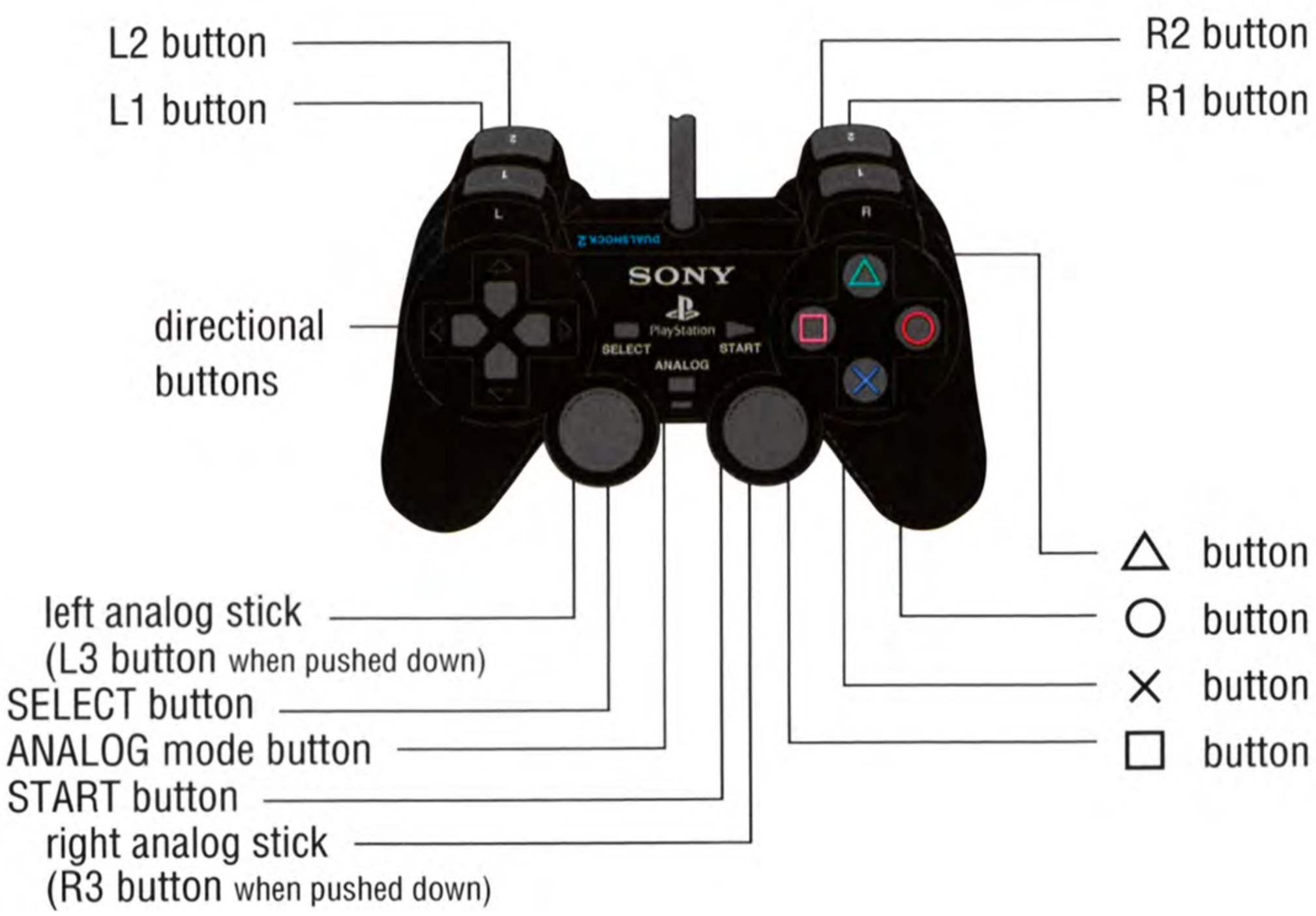
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Monster Rancher® EVO disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

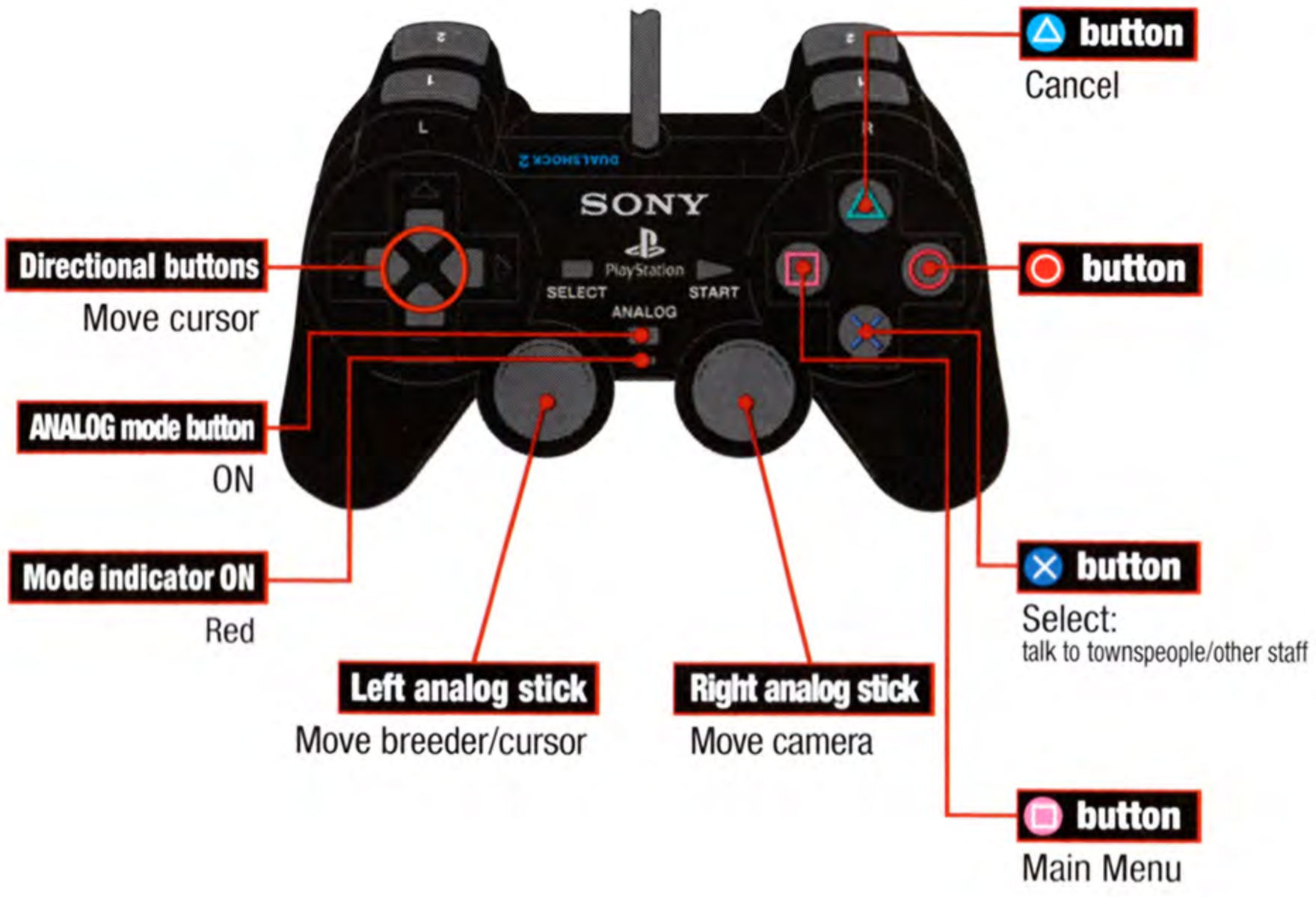
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Controls

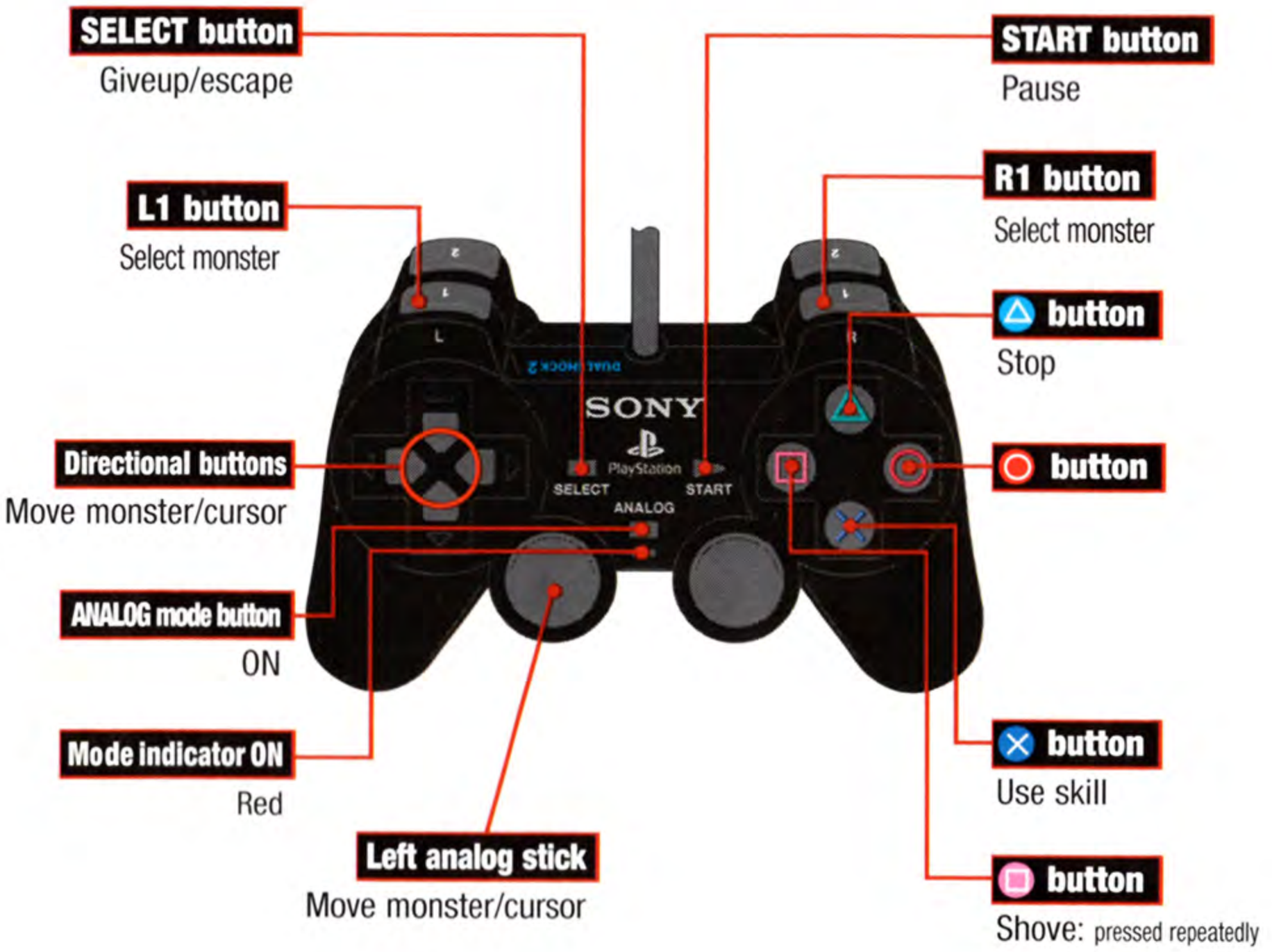
Training/Town Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



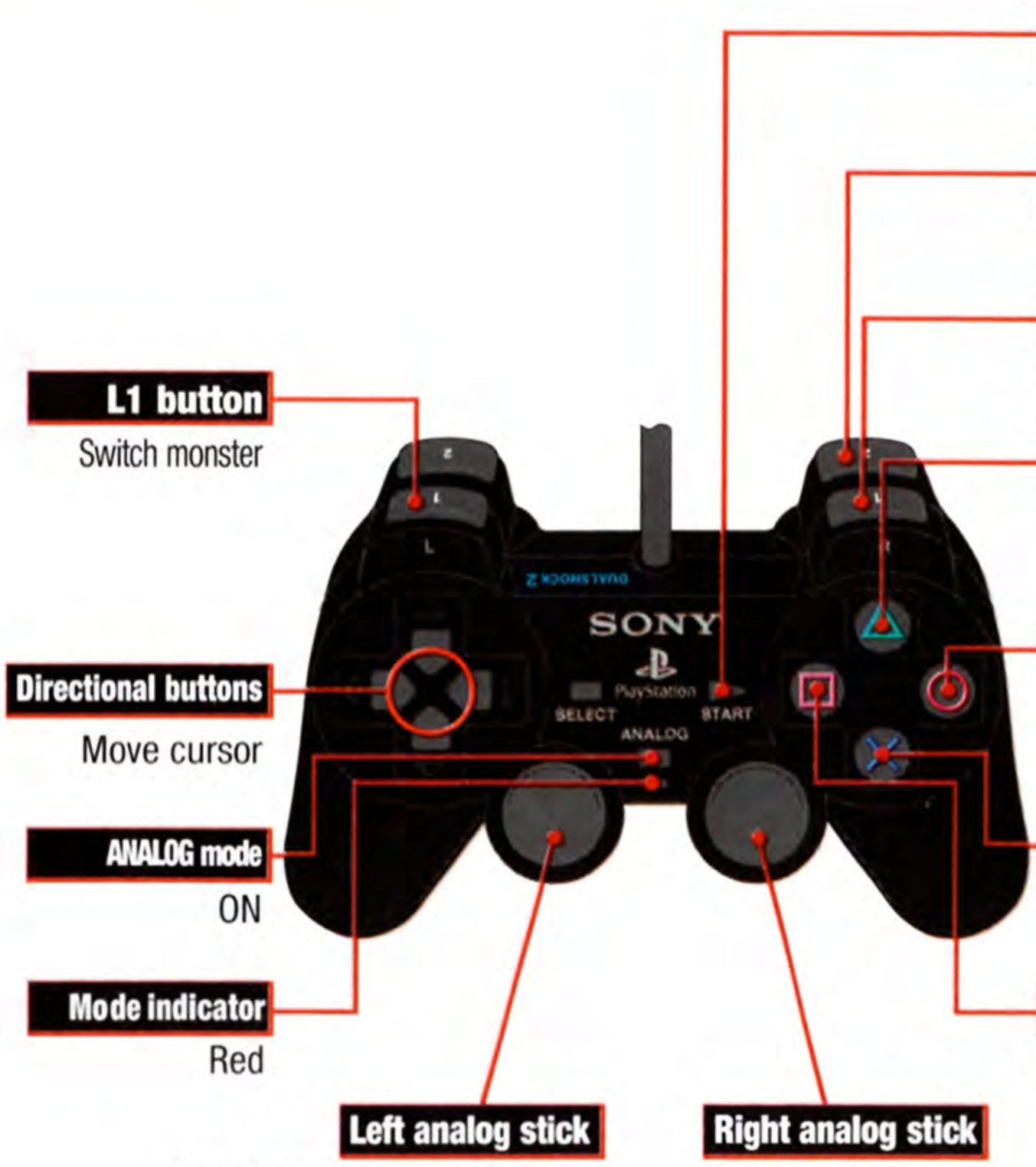
Battle Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Adventure Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



* This product only supports the (DUALSHOCK®2) analog controller.
* When playing in 2-player mode (see p.7), connect controllers to both controller ports 1 and 2. For single-player mode, the controller must be connected to controller port 1.
* The ANALOG mode button is always turned on (mode indicator: red), and cannot be turned off (mode indicator: not lit).
* The vibration feature is not used.

Starting the Game

After the system data loads and the Tecmo logo appears, the Title Screen will be displayed. Press the START button at the Title Screen to bring up the Main Menu. Use the directional button or left analog stick to move up or down, and the ⊗ button or START button to select.

New Game

Start a new game

Load Game

Continue a previously saved game from where you left off (see p.11)

Vs. Mode

Battle another player using monsters you have saved (see p.7)

Config

Configure sound settings and screen options, etc.

Config

Customize the game settings

Adjust Screen

Adjust this so the square frame fits inside the screen of your television

Adjust Color

Adjust the brightness of your television so that the portion above the red line can be seen.

Sound

Toggle between stereo and mono

BGM

Set the volume of the BGM. The default is set to the maximum setting of 100

SFX

Set the volume of the sound effects. The default is set to the maximum setting of 100

*All settings will be saved along with game data.

VS. Mode

Use all of your saved monsters to combat in VS. Mode.

Load From a memory card (8MB) (For PlayStation®2)

Data will be loaded from a memory card (8MB) (for PlayStation®2). Choose and load a monster to fight with. Sealed monsters can participate in VS. Mode as well.

Monster Selection and Formation

Choose which monsters to use and their formation. Setup is same as when preparing for adventures (see p.24).

Settings Stage

Choose a stage as a fight venue

Time Limit

Choose a 60, 99, or ∞ time limit

Union Attack

Choose the number of possible union attacks from 0, 1, 3 or ∞

Choose "Select" and press the ⊗ button to start!

Life In the Circus

The main character, Julio, is a member of the Orcoro Circus. What's life like in a circus?

A Week In The Orcoro Circus

You decide what the circus will do each week.
You should train regularly to increase your monsters' motivation and put on shows to increase their parameters. You will also need to go on adventures from time to time as a part of the game story or to complete your guild missions.

Schedule Screen

Monster Development

Training — increase monsters' motivation

Showtime — increase monsters' parameters

Training

When you train your monsters, you help them build a trusting relationship with the circus staff members while increasing their motivation. Monsters will develop more if you increase their motivation before putting on a show.

Meetings

At the beginning of each week, you can choose to have a meeting.

How Training Works

Meeting

In the meeting, you tell the circus staff and the monsters how you want them to train. You can also generate new monsters.

Free Time

The circus staff members and their monsters will train according to the instructions you gave them. You can talk to them to experience a variety of events and conversations, and Julio can also go back and forth to the city as he pleases.

Meetings

At the beginning of the week, talk to Albert (the leader of circus) to start a meeting.

Schedule

Make a schedule for the Orcoro Circus. In most cases, you will be training, but you can also choose to put on a show or go on an adventure here.

Training/Rest

Perform training for a particular trick. "Training" is selected by default.

Adventure

Go on an adventure. (see p.24)

Showtime

Put on a show. (see p.16)

Information

Here you can set your training policy for your monsters.
The staff members will train their monsters according to the policy you set.

Check Details

Display information about staff members and monsters.

Assign Monster to Staff Member

Decide which staff member will train which monster.

Strictness Setting

Decide the strictness of the training to use.

Trick Setting

Decide which trick to use in the show.

Nayuta

Select Nayuta to regenerate a monster from CDs and DVDs. Follow the instructions on the screen and insert a disc. You can also combine or seal monsters here.
Note: Please do not insert discs that are incompatible with the PlayStation®2 console, as they may cause it to function improperly.

Create Monsters — Regenerate a monster from a CD or DVD. You can also regenerate monsters from Saucer Stones you find in the game or from Saucer Stones that you created yourself.

Combining Monsters — Combine two monsters. Monsters must be sealed before they can be combined.

Sealing Monsters — Seal a monster into a Saucer Stone. A monster that has been sealed can be regenerated at any time.

Donating Monsters — Donate a sealed monster by donating it to the Monster Association. Once you donate a monster, it is gone forever.

Option

Save, load, and adjust the screen and sound options.

Save — Save the game in progress to a memory card (8MB) (for PlayStation®2). Data requires at least 90KB of free space to save.

Load — Load game data. When you load a new game, the information for the game you were playing will be lost.

Configure — See page 6.

Free Time

During Free Time you can walk around the tent and the town as you please.

[Tent]

The staff members and monsters train in the tent.
If one of the monsters is goofing off, try talking to its trainer.

[Town]

When you leave the tent, you will enter the town.
In town, you can take on missions from the Guild, buy things in the shops, or combine items (see page 22).

Free Time: Main Menu

Anima

You can use anima points to make your monsters learn new skills or traits. They can also be used to increase the number of union attacks you can perform.

Learning Skills/Traits

You can use a monster's anima points to make it learn a skill or a trait.
Move the cursor to the skill or trait you want to use and confirm your selection.

Increasing Your Union Attack Stock

You can also increase the number of times you can perform a union attack by using a monster's anima points.
Press the R1 button to move anima points from the monster to Julio's accordion and increase the union attack stock. For information on how to get anima points, see page 27.

Next Week

End Free Time and advance to the next week.

Program

See page 9, Information.

Data

[Monster Status Data]

Power: Affects the power of strength-based skills used in battle.

Intelligence: Affects the power of intelligence-based skills used in battle.

Speed: Decreases the accuracy of your opponent's skills in battle.

Accuracy: Increases the accuracy of your skills used in battle.

Defense: Affects the damage you receive from your opponent in battle.

Life: This is a measure of your monster's health. When it falls to 0, you will lose the battle.

Fatigue: How tired your monster is.

DNA: The number of time's the monster's DNA may be passed on. This is the number of times the monster can be combined (see page 15).

Age: The monster's age.

Personality: The monster's personality.

Trainer: The staff member in charge of the monster.

Bond: The amount of trust the monster has for its trainer. (The higher a monster's Bond, the easier training will be. Changing a monster's trainer will greatly reduce its Bond.)

Anima Points: The number of anima points the monster has.

Species: The monster's main grouping and sub-grouping.

Usable Tricks: Displays the tricks that the monster can perform. The monster's main grouping will determine the tricks it can do.

[Monster Skills/Traits]

Skills	Check the parameters for the tricks that the monster knows.
Traits	The traits that the monster knows.

Skill Data

Close	Skills that can be used when linked with the enemy.
Far	Skills that can be used when not linked with the enemy.
Guts	The amount of Guts that the skill uses.
Group Skills	Skills that can be used to attack all linked enemies.
Added Effects	Any added effects are displayed here.
Alignment	Any elemental alignment is displayed here.
Life Damage	The amount of the skill's life damage.
Guts Damage	The amount of the skill's guts damage.
Critical	The critical percentage for the skill.
Hit Rate	The accuracy rate for the skill.

[Monster DNA Data]

A record of combinations performed before this monster was created.

Previous Generation

Two Generations Ago

Injury

Sickness

Motivation

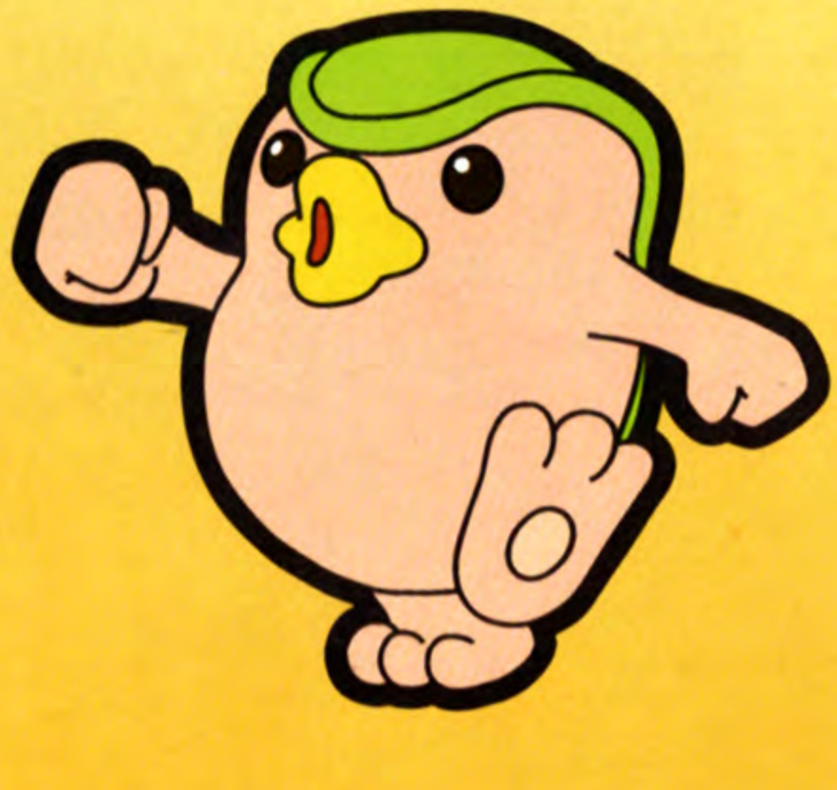
Bonding

Policy

Show

Training

Previous Generation	The monster is strongly influenced by the previous generation's characteristics.
Two Generations Ago	The monster is somewhat influenced by the previous generation's characteristics.
Injury	How easily the monster is injured.
Sickness	How easily the monster becomes sick.
Motivation	How easily the monster's motivation increases.
Bonding	How easily the monster's bond increases.
Policy	Training policy likes and dislikes.
Show	How much a monster's Fatigue parameter recovers in a show.
Training	The monster's aptitude for training.



Showtime

Shows are a very important part of life for the Orcoro Circus. The monsters develop by performing their tricks, and a circus' income goes up and down depending on how successful its shows are.

Normal Mode

In Normal Mode, you run around on stage under a spotlight and choose the tricks to perform. If you touch an Orcoro Egg, you will start One-Man Mode.

One-Man Mode

In One-Man Mode, you play your accordion to cheer on a monster's performance. There are three types of accordion performance. The kind you use will depend on the trick being done. You can tell the type by looking at the color of the Orcoro Egg's nose.

G	Beg	Melody Slot
Y	Int	Melody Catch
R	Adv	Melody Stamp

Beg

Melody Slot

Press the ⊗ button when the melody command perfectly matches up with the slot coming down from the top of the screen.

Int

Melody Catch

Move the cursor to the mark that matches the melody command and press the ⊗ button.

Adv

Melody Stamp

Quickly press the ○, △, or □ buttons to match the melody commands.

Orcoro Flash

During Intermediate and Advanced performances, something called an "Orcoro Flash" will occur. When you see a giant Orcoro mark in the middle of the screen, it's Orcoro Flash time! Look for the target with the same color and move the left analog stick in its direction when the moving target reaches the middle of the "Orcoro-Meter."

Example Tricks

If your performance succeeds, the show will begin.
Here are a few of the tricks that your monsters can do.

Example Trick: "Big Lift"
This Garu trick involves throwing giant barbells up into the air.

Example Trick: "Drum Beat"
This Lesione trick involves skillfully hitting a drum to produce a beat.

Example Trick: "Barrel Toss"
This impressive Dragon trick involves throwing barrels high into the air.

Finishing Showtime

When you have successfully finished One-Man Mode, the audience will throw donations at you. This money will help you run your circus, so try and collect as much as possible.

After doing One-Man Mode a few times, the show will end. When Showtime is over, the monsters that successfully performed their tricks will have their attributes increase. The popularity of the Orcoro circus will also go up, and you will start to be trusted by the people in the town.

Albert's Monster Training Course

Motivation and Showtime

Are your monsters sufficiently motivated before you put on a show?
When you put on a show with highly motivated monsters, they will sometimes succeed even if Julio's performance fails. And you'll be surprised how much they can develop if his performance succeeds. Always try to motivate your monsters before putting on a show.

When motivation is at the maximum, they can grow this much!

Monster Potential and Combining Monsters

There is a limit to how much a monster can develop. They will develop for a while after they are born, but when the total of the monster's parameters (Power, Intelligence, Speed, Accuracy, Defense and Life) reaches a certain value, they will stop developing. This value is called the monster's "potential."

In order to develop a monster past its potential, you have to combine it with another monster to create a new one. The original monsters' characteristics will be passed on to the new generation and the newly created monster will have a higher potential than the original monsters. Try experimenting with various monster combinations, but remember: a monster has to have been trained before you combine it or its potential will not increase.

Monster Combination and the DNA System

Did you know that monsters do not disappear when you combine them? Even if you combine two monsters and pass their characteristics on to a new generation, the original monsters will still be around for you to use in your shows or take on your adventures. You may want to have the old and new generations work together until the new generation has grown up. However, there is a limit to the number of times that a monster can be combined. This is called its DNA. You can check this at any time on the monster's data screen, so keep it in mind when performing combinations.

Using Anima to Develop

When you get a large number of anima points from adventuring, you can use them to teach a monster new skills or traits. Skills and traits are different from parameters, but they are just as important for increasing your monsters' fighting abilities.

Go on guild missions (see page 23) to get anima points and teach your monsters lots of new skills and traits.

The Bond Between a Trainer and his Monster

By taking care of our monsters every day and teaching them new tricks, we forge a bond of trust with them. But if the trainer changes, the monster's feelings of trust will dramatically decrease.

Once you've assigned a monster to a particular trainer, try not to change its trainer unless it's absolutely necessary.

Going To Town

In town, you can buy things in the shops or take on missions at a guild. You can also get new items or circus tricks.

Shops

There are several types of shops in town.

Item Shops

You can buy miscellaneous items here. You can also combine items with one another. Look for the sign with the bottle on it.

Gadget Parts Shops

This is where you buy parts that allow you to create new circus tricks. They sell a variety of ingredients necessary for creating tricks. Look for the sign with the gear on it.

Combining Items

This allows you to get new items. But in order to combine items, you first need a recipe. If you find a recipe, head to an Item Shop and try using it to combine items. As for the recipe item, "#" is attached to the head of the name.

Combining Gadgets

This allows you to create more effective tricks. To create a gadget, you need a Geonyte tank, an Effect Kit and sometimes a prop. You can buy Geonyte tanks, Effect Kits, and props in Gadget Shops, but some props can only be obtained by combining items.

Saucer Stone Shops

You can get Saucer Stones here. They don't cost any money. Look for the sign with the Saucer Stone on it.

Guilds

Go here to take on missions. The guild master will have a variety of different missions available, so choose one that you think you can complete.

*You can only take on one mission at a time.

Sample Missions

- Capture a monster for me!
- Collect some items for me!
- Put on a show within the time limit and cheer up the town!

Go On Adventures

Take the monsters you raised and going out adventuring.

Adventure Preparation

Monster Selection

When you go on an adventure, you will be exploring dangerous places.
You should think hard about what kind of monster you should take with you.

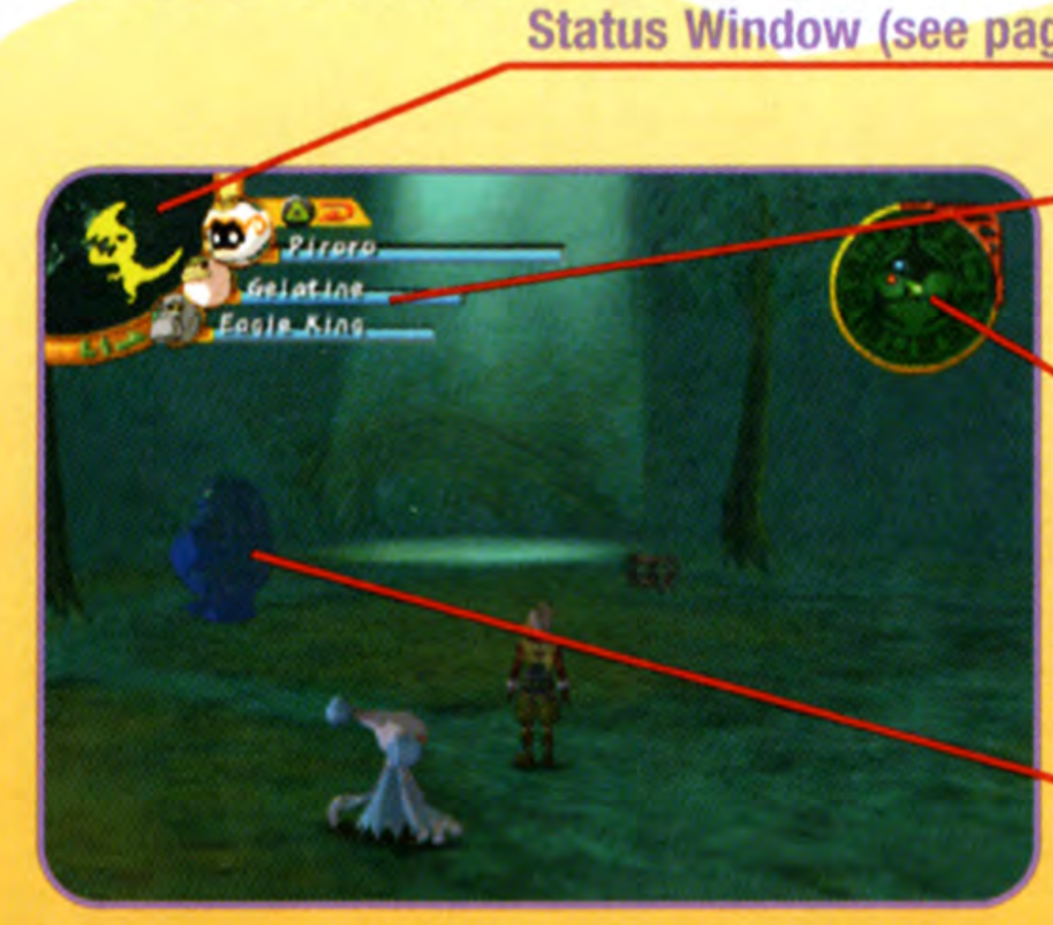
Formation

Here you will set the formation to use in battle. The farther to the right you place a monster, the closer to the enemy it will be and the easier it will be to link with them (see page 28). Placing enemies to the left of the diagram means that the monster will be farther away from the enemy when the battle starts.
Monsters that are good at attack or defense can be placed on the right-hand side. Monsters that are used mainly for support should generally be placed to the left.

Item Selection

Equip items for your monsters.

Adventure Screen



Adventure Main Menu

Map

A map of the area you are adventuring.

Data

See page 13.

Anima

See Page 12.

Return

Quit the adventure that you are on.

Formation

Adjust your monster formation
(see page 24).

Finding Treasure Boxes

If you find a treasure box, press the ⊗ button to examine it. Treasure boxes contain items that you can only get while adventuring.

Finding Items

Sometimes the monsters accompanying you will find items by the side of the road. When a monster spots an item, it will run off toward it and examine it. Go up to the item and press the ⊗ button to examine it yourself.

Touching an Enemy Silhouette

When you touch a silhouette in the shape of a monster, you will start a battle
(see page 26).

Monster Status Window

Displays the status of the monsters that you have with you on your adventure.

- ! Found an item
- ♪ Following Julio
- ✋ Staying in place

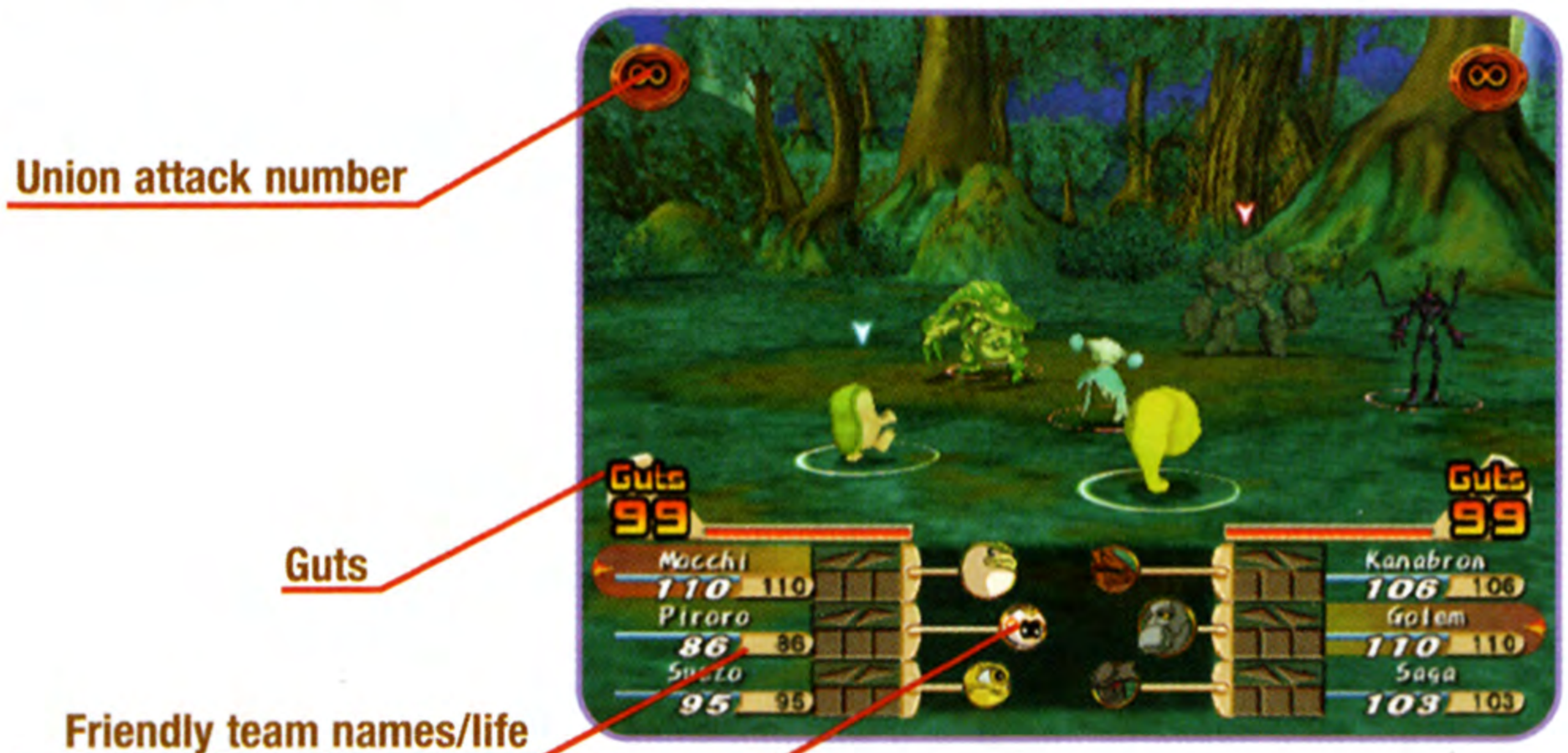
Don't Forget to Examine the Pots!

If you see a strange looking pot while adventuring, be sure to check it out. Pots can give you all kinds of information, such as hints on how to proceed in the game. Try talking to them more than once.

Battles

The key to winning a battle is training, but the orders you give your monsters are also very important.

Battle Screen



Changes in state can be caused by monster skills and other things.

List of State Changes	
Anger	Forces monster to move forward (stops when linked)
Fear	Forces monster to move backward (does not occur when linked)
Poison	Temporarily causes monster to lose a percentage of its maximum life
Confuse	Increases the amount of guts needed to use a trick
Weakness	Reduces damage caused
Paralyze	Reduces Accuracy
Paralysis	Reduces Speed
Curse	Reduces Defense
Quick	Assisting effect: increases movement speed
Power Up	Assisting effect: increases damage caused
Hit Up	Assisting effect: increases Accuracy
Speed Up	Assisting effect: increases Speed
Guard Up	Assisting effect: increases Defense

Moving Monsters

You can make your monsters move forward and backward on the battlefield. Select the monster you want to move with the L1 or R1 button and move it with the directional buttons or the left analog stick. The monster will continue moving until it hits an enemy or links up with an ally.

Skill Selection Mode

Press the ⊗ button to enter skill selection mode. A round menu will appear. Use the directional buttons or the left analog stick to make your selection.

Skill Icon Colors

Yellow	Strength-related skill
Green	Intelligence-related skill
Blue	Support skill
Red	Union attack

Recovering Guts

Using skills requires guts. In order to use assistive skills or attack, you will have to build up your monsters' guts. Guts naturally recovers when a monster spends some time without having used a skill.

Escape

It is possible to escape from a battle by pressing the SELECT button. If you are successful, you will leave the battle, but if you fail your guts will be reduced by half.

Getting Anima Points

You get anima points by winning battles. Anima points are given to the monsters who participated in the battle and can be used to get skills and special abilities, or to increase the number of times that a union attack may be used. (For more on anima, see page 12.)

Link System

Linking with Allies

When allied monsters are close to one another, they become "linked." When allies are linked, green rings of light will be displayed around them.

When monsters are linked with allies...

They can perform combo attacks
When allies are linked with one another and perform attacks one after another, they become combo attacks.

They will get a bonus to their fighting ability
Linked monsters are given some positive effects, such as faster guts regeneration.

They share the effects of support skills
When linked with an ally, a monster will receive the benefits of any support skills that affect the ally.

They will be subject to group attacks by enemies
When linked to an ally, a monster will be subject to any enemy group attacks that affect the ally.

They can use union attacks
There are 3 or more monsters still alive
Guts is 50 or more
There is stock left for union attacks (see page 12)

If the above 3 conditions are fulfilled, a powerful union attack may be performed. Union attacks are special attacks that cause great damage to all enemies.

Linking with Enemies

When a monster gets close to an enemy monster, it will link with the enemy.
When linked with an enemy, a red ring of light will be displayed around the monster.

When monsters are linked with enemies...

They won't be able to move

When a monster is linked with an enemy, he won't be able to move and will continue to fight until one of them is defeated or "Shoved" back.

The monster may only attack the linked enemy

When linked with an enemy, a monster can only attack that enemy. However, if it has allies that are not linked to any enemies, the allies may join the battle to lend support.

In the picture to the right, the Mocchi are subject to concentrated combo attacks from the enemy. But the Mocchi form a wall, protecting the two monsters closest to us from all enemy attacks. These two monsters can also provide support for the Mocchi from a distance.

Shove

If you repeatedly press the ▣ button, it is possible to break the link with an enemy and move away from it. This is called a "shove."

The Orcoro Circus

The Orcoro Circus is a group of traveling entertainers that specializes in performing monsters. They make their living by traveling from town to town and putting on shows.

Orcoro Circus Symbol

Julio (15)

Julio was born into a poor family and was orphaned at a young age. He is in charge of training the monsters in the circus. His dream is to someday become a professional monster breeder. He often uses the old accordion that his grandfather gave him to play music for the monsters after their tiring training.

Nayuta (15)

Nayuta is a mysterious young girl who has the power to regenerate Saucer Stones using a strange item. One day she suddenly showed up at the circus tent and forced her way into the circus. She is a curious and cheerful type, but she seems to be hiding a big secret of some kind.

Albert (23)

An entertainer from a southern merchant town. He has a polite and flexible demeanor, but he has a strong will that serves him well as the leader of the circus troop. He started the circus with the intention of making people happy and sees making a profit as secondary.

Gaufre (21)

From a village far to the south. He is quite large and powerful, but he is weak-willed and afraid of people. He began working as a street performer to get over his phobia and, like a little lost puppy, he was eventually taken in by the circus. He doesn't speak much and may appear intimidating, but can often be heard to say how scared he is after finishing a performance.

Tico (7)

A young boy who looks a bit like an animal. The dependent type. Because he spent most of his life alone deep in the forest, he is curious about everything. He is very sociable.

Marlene (19)

Although she projects a sophisticated image, she can sometimes be startlingly outspoken. Her words may sound kind at first, but there are often barbs hidden under her veneer of kindness. Inside, she is a fierce woman who might be more at home raising poisonous snakes than cute monsters.

Story Introduction

Mayor Morgan visited the circus tent just after Nayuta's first performance with the troop. He told them how his village was being terrorized night after night by a creature they called a "devil" which had been destroying their farmers' fields. The devil apparently lived in a mountain pass deep in the forest, and while he had hired some monster breeders to go and kill it, they had no success.

He had started a contest, the Devilhunter Championship, to determine which breeders would be chosen to go and fight the demon, but the winners of the contest were always the same two people and they always failed to defeat the demon. He and the other villagers thought that they might actually be in it for the equipment money given to the winners of the contest, and were suspicious that they might not be trying to defeat the demon at all.

And so the mayor, after seeing how skilled the circus members were at handling their monsters, decided to ask them to enter the Devilhunter Championship. Having no experience with monster battles, Julio was skeptical. But Nayuta was enthusiastic and they immediately accepted the mayor's offer.

Corno

A quiet Northern farming village

This small village is nestled in the forest and seems somehow set apart from the outside world. Many unique local customs still survive here.

The outside of the tent

Talking with the townspeople

Mayor Morgan's house

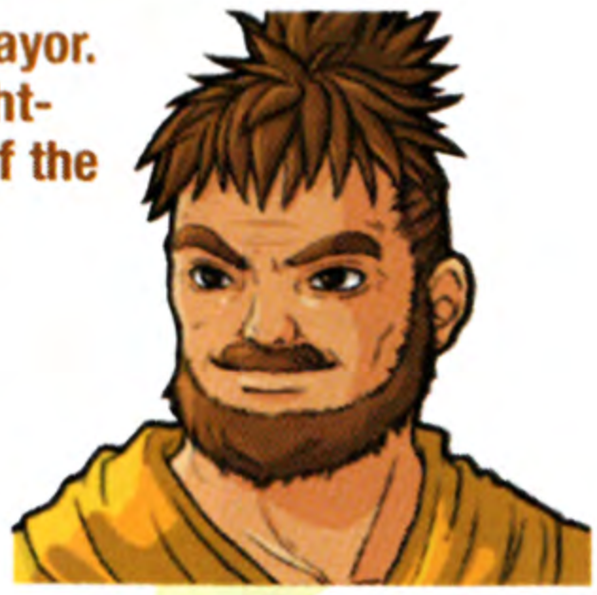
A shop. There are several types of shops in town.

The Devil's Forest

Dark and misty woods near Corno Village. Perhaps because of its spooky atmosphere, the villagers say that a monster called a "devil" lives somewhere inside the woods.

Morgan, Mayor of Corno (40)

Morgan's enthusiasm and honesty have made him a popular mayor. He tends to be forgetful and a little gullible, but he has a straightforward personality with nothing to hide. He starts the events of the story by inviting Julio to participate in a contest.



Dotty, Monster Breeder and Self-Proclaimed Evil Genius (18)

He refers to himself as "Baron Dotty" and always says that an evil genius should be "calm, cool, and collected." But the reality is usually closer to the opposite. Although he doesn't show much promise in general, he does have a certain amount of monster breeding skill. He is usually followed around by a small girl named Petty.

Petty, Tiny Debutant and Dotty's Assistant (13)

Petty is a gentle young girl who works as Dotty's assistant. Because she is smitten with Dotty, she spoils him terribly (and her family is incredibly rich). She seems to be fairly skilled as an assistant, but her main role is as a provider of financial aid to Dotty.

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